Radical Technologies The Design Of Everyday Life

“Irresistible is a fascinating and much needed exploration of one of the most troubling phenomena of modern times.” —Malcolm Gladwell, author of New York Times bestsellers David and Goliath and Outliers “One of the most mesmerizing and important books I’ve read in quite some time. Alter brilliantly illuminates the new obsessions that are controlling our lives and offers the tools we need to rescue our businesses, our families, and our sanity.” —Adam Grant, New York Times bestselling author of Originals and Give and Take Welcome to the age of behavioral addiction—an age in which half of the American population is addicted to at least one behavior. We obsess over our emails, Instagram likes, and Facebook feeds; we binge on TV episodes and YouTube videos; we work longer hours each year; and we spend an average of three hours each day using our smartphones. Half of us would rather suffer a broken bone than a broken phone, and Millennial kids spend so much time in front of screens that they struggle to interact with real, live humans. In this revolutionary book, Adam Alter, a professor of psychology and marketing at NYU, tracks the rise of behavioral addiction, and explains why so many of today's products are irresistible. Though these miraculous products melt the miles that separate people across the globe, their extraordinary and sometimes damaging magnetism is no accident. The companies that design these products tweak them over time until they become almost impossible to resist. By reverse engineering behavioral addiction, Alter explains how we can harness addictive products for the good—to improve how we communicate with each other, spend and save our money, and set boundaries between work and play—and how we can mitigate their most damaging effects on our well-being, and the health and happiness of our children. Adam Alter's previous book, Drunk Tank Pink: And Other Unexpected Forces that Shape How We Think, Feel, and Behave is available in paperback from Penguin.

Barely fifty years ago a computer was a gargantuan, vastly expensive thing that only a handful of scientists had ever seen. The world’s brightest engineers were stymied in their quest to make these machines small and affordable until the solution finally came from two ingenious young Americans. Jack Kilby and Robert Noyce hit upon the stunning discovery that would make possible the silicon microchip, a work that would ultimately earn Kilby the Nobel Prize for physics in 2000. In this completely revised and updated edition of The Chip, T.R. Reid tells the gripping adventure story of their invention and of its growth into a global information industry. This is the story of how the digital age began.

Until now, the literature on innovation has focused either on radical innovation pushed by technology or incremental innovation pulled by the market. In Design-Driven Innovation: How to Compete by Radically Innovating the Meaning of Products, Roberto Verganti introduces a third strategy, a radical shift in perspective that introduces a bold new way of competing. Design-driven innovations do not come from the market; they create new markets. They don't push new technologies; they push new meanings. It's about having a vision, and taking that vision to your customers. Think of game-changers like Nintendo's Wii or Apple's iPod. They overturned our understanding of what a video game means and how we listen to music. Customers had not asked for these new meanings, but once they experienced them, it was love at first sight. But where does the vision come from? With fascinating examples from leading European and American companies, Verganti shows that for truly breakthrough products and services, we must look beyond customers and users to those he calls "interpreters" - the experts who deeply understand and shape the markets they work in. Design-Driven Innovation offers a provocative new view of innovation thinking and practice.

This anthology turns a critical eye on advertising, newspapers, commercial photography.

A field manual to the technologies that are transforming our lives Everywhere we turn, a startling new device promises to transfigure our lives. But at what cost? In this urgent and revelatory excavation of our Information Age, leading technology thinker Adam Greenfield forces us to reconsider our relationship with the networked objects, services and spaces that define us. It is time to re-evaluate the Silicon Valley consensus determining the future. We already depend on the smartphone to navigate every aspect of our existence. We’re told that innovations—from augmented-reality interfaces and virtual assistants to autonomous delivery drones and self-driving cars—will make life easier, more convenient and more productive. 3D printing promises unprecedented control over the form and distribution of matter, while the blockchain stands to revolutionize everything from the recording and exchange of value to the way we organize the mundane realities of the day to day. And, all the while, fiendishly complex algorithms are operating quietly in the background, reshaping the economy, transforming the fundamental terms of our politics and even redefining what it means to be human. Having successfully colonized everyday life, these radical technologies are now conditioning the choices available to us in the years to come. How do they work? What challenges do they present to us, as individuals and societies? Who benefits from their adoption? In answering these questions, Greenfield’s timely guide clarifies the scale and nature of the crisis we now confront —and offers ways to reclaim our stake in the future.

An examination of subversive games—games designed for political, aesthetic, and social critique. For many players, games are entertainment, diversion, relaxation, fantasy. But what if certain games were something more than this, providing not only outlets for entertainment but a means for creative expression, instruments for conceptual thinking, or tools for social change? In Critical Play, artist and game designer Mary Flanagan examines alternative games—games that challenge the accepted norms embedded within the gaming industry—and argues that games designed by artists and activists are reshaping everyday game culture. Flanagan provides a lively historical context for critical play through twentieth-century art movements, connecting subversive game design to subversive art: her examples of “playing house” include Dadaist puppet shows and The Sims. She looks at artists' alternative computer-based games and explores games for change, considering the way activist concerns—including worldwide poverty and AIDS—can be incorporated into game design. Arguing that this kind of conscious practice—which now constitutes the avant-garde of the computer game medium—can inspire new working methods for designers, Flanagan offers a model for designing that will

encourage the subversion of popular gaming tropes through new styles of game making, and proposes a theory of alternate game design that focuses on the reworking of contemporary popular game practices.

How should we live: how should we care for one another; grow our capabilities to work, to learn, to love and fully realise our potential? This exciting and ambitious book shows how we can re-design the welfare state for this century. The welfare state was revolutionary: it lifted thousands out of poverty, provided decent homes, good education and security. But it is out of kilter now: an elaborate and expensive system of managing needs and risks. Today we face new challenges. Our resources have changed. Hilary Cottam takes us through five 'Experiments' to show us a new design. We start on a Swindon housing estate where families who have spent years revolving within our current welfare systems are supported to design their own way out. We spend time with young people who are helped to make new connections - with radical results. We turn to the question of good health care and then to the world of work and see what happens when people are given different tools to make change. Then we see those over sixty design a new and affordable system of support. At the heart of this way of working is human connection. Upending the current crisis of managing scarcity, we see instead that our capacities for the relationships that can make the changes are abundant. We must work with individuals, families and communities to grow the core capabilities we all need to flourish. Radical Help describes the principles behind the approach, the design process that makes the work possible and the challenges of transition. It is bold - and above all, practical. It is not a book of dreams. It is about concrete new ways of organising that already have been developing across Britain. Radical Help creates a new vision and a radically different approach that can take care of us once more, from cradle to grave.

A major work of feminist critical theory challenging the masculinist politics of digital media forms, practices and study.

The best-selling bible of the movement to defund the police in an updated edition The massive uprising that followed the police killing of George Floyd in the summer of 2020— by some estimates the largest protests in US history—thrust the argument to defund the police to the forefront of international politics. That case had been put persuasively a few years earlier in The End of Policing by Alex Vitale, now a leading figure in the urgent public discussion over policing and racial justice. The central problem, Vitale demonstrates, is the dramatic expansion of the police role over the last forty years. Drawing on firsthand research from across the globe, he shows how the implementation of alternatives to policing—such as drug legalization, regulation, and harm reduction instead of the policing of drugs—has led to reductions in crime, spending, and injustice. This updated edition includes a new introduction that takes stock of the renewed movement to challenge police impunity and shows how we move forward, evaluating protest, policy, and the political situation.

Leading practitioners of parametric and algorithmic design profile the most radical technologies reshaping architecture today, offering insight into their differences, potential and influence on design practice.

An experimental new Internet-based form of money is created that anyone can generate at home; people build frightening firetrap computers full of video cards, putting out so much heat that one operator is hospitalised with heatstroke and brain damage. A young physics student starts a revolutionary new marketplace immune to State coercion; he ends up ordering hits on people because they might threaten his great experiment, and is jailed for life without parole. Fully automated contractual systems are proposed to make business and the law work better; the contracts people actually write are unregulated penny stock offerings whose fine print literally states that you are buying nothing of any value. The biggest crowdfunding in history attracts $150 million on the promise that it will embody “the steadfast iron will of unstoppable code”; upon release it is immediately hacked, and $50 million is stolen. How did we get here? David Gerard covers the origins and history of Bitcoin to the present day, the other cryptocurrencies it spawned including Ethereum, the ICO craze and the 2017 crypto bubble, and the attempts to apply blockchains and smart contracts to business. Plus a case study on blockchains in the music industry. Bitcoin and blockchains are not a technology story, but a psychology story. Remember: if it sounds too good to be true, it almost certainly is. “A sober riposte to all the upbeat forecasts about cryptocurrency” — New York Review of Books “A very convincing takedown of the whole phenomenon” — BBC News

The 21st century offers a dizzying array of new technological developments: robots smart enough to take white collar jobs, social media tools that manage our most important relationships, ordinary objects that track, record, analyze and share every detail of our daily lives, and biomedical techniques with the potential to transform and enhance human minds and bodies to an unprecedented degree. Emerging technologies are reshaping our habits, practices, institutions, cultures and environments in increasingly rapid, complex and unpredictable ways that create profound risks and opportunities for human flourishing on a global scale. How can our future be protected in such challenging and uncertain conditions? How can we possibly improve the chances that the human family will not only live, but live well, into the 21st century and beyond? This book locates a key to that future in the distant past: specifically, in the philosophical traditions of virtue ethics developed by classical thinkers from Aristotle and Confucius to the Buddha. Each developed a way of seeking the good life that equips human beings with the moral and intellectual character to flourish even in the most unpredictable, complex and unstable situations--precisely where we find ourselves today. Through an examination of the many risks and opportunities presented by rapidly changing technosocial conditions, Vallor makes the case that if we are to have any real hope of securing a future worth wanting, then we will need more than just better technologies. We will also need better humans. Technology and the Virtues develops a practical framework for seeking that goal by means of the deliberate cultivation of technomoral virtues: specific skills and strengths of character, adapted to the unique challenges of 21st century life, that offer the human family our best chance of learning to live wisely and well with emerging technologies.

A Fast Company best book of the yearA Washington Post bestsellerWinner of the 2017 Axiom Business Book Award in Business Technology How do you tell a real trend from the merely trendy? How, for example, will a technology--like artificial intelligence, machine learning, self-driving cars, biohacking, bots, and the Internet of Things--affect us, our businesses, and workplaces? How will it eventually change the way we live, work, play, and think--and how should we prepare for it now? In The Signals Are Talking, noted futurist Amy Webb shows us how to analyze the "true signals"--those patterns that will coalesce into a trend with the potential to change everything-and land on the right side of disruption. The future, Webb shows, isn't something that happens to us passively. Using a proven, tested methodology, she enables us to see ahead and forecast what's to come--challenging us to create our own preferred futures.

“New Dark Age is among the most unsettling and illuminating books I’ve read about the Internet, which is to say that it is among the most unsettling and illuminating books I’ve read about contemporary life.” – New Yorker As the world around us increases in technological complexity, our understanding of it diminishes. Underlying this trend is a single idea: the belief that our existence is understandable through computation, and more data is enough to help us build a better world. In reality, we are lost in a sea of information, increasingly divided by fundamentalism, simplistic narratives, conspiracy theories, and post-factual politics. Meanwhile, those in power use our lack of understanding to further their own interests. Despite the apparent accessibility of information, we’re living in a new Dark Age. From rogue financial systems to shopping algorithms, from artificial intelligence to state secrecy, we no longer understand how our world is governed or presented to us. The media is filled with unverifiable speculation, much of it generated by anonymous software, while companies dominate their employees

through surveillance and the threat of automation. In his brilliant new work, leading artist and writer James Bridle surveys the history of art, technology, and information systems, and reveals the dark clouds that gather over our dreams of the digital sublime.

How to design a world in which we rely less on stuff, and more on people. We're filling up the world with technology and devices, but we've lost sight of an important question: What is this stuff for? What value does it add to our lives? So asks author John Thackara in his new book, In the Bubble: Designing for a Complex World. These are tough questions for the pushers of technology to answer. Our economic system is centered on technology, so it would be no small matter if "tech" ceased to be an end-in-itself in our daily lives. Technology is not going to go away, but the time to discuss the end it will serve is before we deploy it, not after. We need to ask what purpose will be served by the broadband communications, smart materials, wearable computing, and connected appliances that we're unleashing upon the world. We need to ask what impact all this stuff will have on our daily lives. Who will look after it, and how? In the Bubble is about a world based less on stuff and more on people. Thackara describes a transformation that is taking place now—not in a remote science fiction future; it's not about, as he puts it, "the schlock of the new" but about radical innovation already emerging in daily life. We are regaining respect for what people can do that technology can't. In the Bubble describes services designed to help people carry out daily activities in new ways. Many of these services involve technology—ranging from body implants to wide-bodied jets. But objects and systems play a supporting role in a people-centered world. The design focus is on services, not things. And new principles—above all, lightness—inform the way these services are designed and used. At the heart of In the Bubble is a belief, informed by a wealth of real-world examples, that ethics and responsibility can inform design decisions without impeding social and technical innovation.

Create simple, engaging, and effective outputs that actually get results Billions of corporate dollars are spent every year on initiatives to help people succeed in their job, but much of it goes to waste. Across industries, people are scrambling to find what they need to grow and improve at work, and executives are left wondering why these initiatives aren’t effective. Author Juliana Stancampiano has plumbed the depths of this massive disconnect with her team. With this book, she bridges the gap. Radical Outcomes is a blueprint for a new way of working. Instead of taking old methods and retrofitting them for new technology, Stancampiano unveils a collaborative, fast, and effective way of working that avoids randomness and organizational drag. The book offers a new way of working—the future of the way people and teams will work together. Find out how to get tangible results through a structured process Cut through noise and information overload to give people what they really need Design the right output for the right outcome Improve and succeed no matter where you are in the organization Find out how to create radical outcomes through high performing teams—and get started today.

An account of conflicts within engineering in the 1960s that helped shape our dominant contemporary understanding of technological change as the driver of history. In the late 1960s an eclectic group of engineers joined the antiwar and civil rights activists of the time in agitating for change. The engineers were fighting to remake their profession, challenging their fellow engineers to embrace a more humane vision of technology. In Engineers for Change, Matthew Wisnioski offers an account of this conflict within engineering, linking it to deep-seated assumptions about technology and American life. The postwar period in America saw a near-utopian belief in technology's beneficence. Beginning in the mid-1960s, however, society—influenced by the antitechnology writings of such thinkers as Jacques Ellul and Lewis Mumford—began to view technology in a more negative light. Engineers themselves were seen as conformist organization men propping up the military-industrial complex. A dissident minority of engineers offered critiques of their profession that appropriated concepts from technology's critics. These dissidents were criticized in turn by conservatives who regarded them as countercultural Luddites. And yet, as Wisnioski shows, the radical minority spurred the professional elite to promote a new understanding of technology as a rapidly accelerating force that our institutions are ill-equipped to handle. The negative consequences of technology spring from its very nature—and not from engineering's failures. “Sociotechnologists” were recruited to help society adjust to its technology. Wisnioski argues that in responding to the challenges posed by critics within their profession, engineers in the 1960s helped shape our dominant contemporary understanding of technological change as the driver of history.

Radical TechnologiesThe Design of Everyday LifeVerso Books

Technology scholars declare an emergency: attention must be paid to the inequality, marginalization, and biases woven into our technological systems. This book sounds an alarm: we can no longer afford to be lulled into complacency by narratives of techno-utopianism, or even techno-neutrality. We should not be reassured by such soothing generalities as "human error," "virtual reality," or "the cloud." We need to realize that nothing is virtual: everything that "happens online," "virtually," or "autonomously" happens offline first, and often involves human beings whose labor is deliberately kept invisible. Everything is IRL. In Your Computer Is on Fire, technology scholars train a spotlight on the inequality, marginalization, and biases woven into our technological systems.

Ordinary. Banal. Quotidian. These words are rarely used to praise architecture, but in fact they represent the interest of a growing number of architects looking to the everyday to escape the ever-quickening cycles of consumption and fashion that have reduced architecture to a series of stylistic fads. Architecture of the Everyday makes a plea for an architecture that is emphatically un-monumental, anti-heroic, and unconcerned with formal extravagance. Edited by Deborah Berke and Steven Harris, this collection of writings, photo-essays, and projects describes an architecture that draws strength from its simplicity, use of common materials, and relationship to other fields of study. Topics range from a website that explores the politics of domesticity, to a transformation of the sidewalk in Los Angeles' Little Tokyo, to a discussion of the work of Robert Venturi and Denise Scott Brown. Contributors include Margaret Crawford, Peggy Deamer, Deborah Fausch, Ben Gianni and Mark Robbins, Joan Ockman, Ernest Pascucci, Alan Plattus, and Mary-Ann Ray. Deborah Berke and Steven Harris are currently associate professors of architecture at Yale University, and have their own practices in New York City.

Technology permeates nearly every aspect of our daily lives. Cars enable us to travel long distances, mobile phones help us to communicate, and medical devices make it possible to detect and cure diseases. But these aids to existence are not simply neutral instruments: they give shape to what we do and how we experience the world. And because technology plays such an active role in shaping our daily actions and decisions, it is crucial, Peter-Paul Verbeek argues, that we consider the moral dimension of technology. Moralizing Technology offers exactly that: an in-depth study of the ethical dilemmas and moral issues surrounding the interaction of humans and technology. Drawing from Heidegger and Foucault, as well as from philosophers of technology such as Don Ihde and Bruno Latour, Peter-Paul Verbeek locates morality not just in the human users of technology but in the interaction between us and our machines. Verbeek cites concrete examples, including some from his own life, and compellingly argues for the morality of things. Rich and multifaceted, and sure to be controversial, Moralizing Technology will force us all to consider the virtue of new inventions and to rethink the rightness of the products we use every day.

"Fascinating.... Lays a foundation for understanding human history."—Bill Gates In this "artful, informative, and delightful" (William H. McNeill, New York Review of Books) book, Jared Diamond convincingly argues that geographical and environmental factors shaped the modern world. Societies that had had a head start in food production advanced beyond the hunter-gatherer stage, and then developed religion --as well as nasty germs and potent weapons of war --and adventured on sea and land to conquer and decimate preliterate cultures. A major advance in our understanding of human societies, Guns, Germs, and Steel chronicles the way that the modern world came to be and stunningly dismantles racially based theories of human history. Winner of the Pulitzer Prize, the Phi Beta Kappa Award in Science, the Rhone-Poulenc Prize, and the Commonwealth club of California's Gold Medal.

"These notes are about the process of design: the process of inventing things which display new physical order, organization, form, in response to function." This book, opening with these words, presents an entirely new theory of the process of design. In the first part of the

book, Christopher Alexander discusses the process by which a form is adapted to the context of human needs and demands that has called it into being. He shows that such an adaptive process will be successful only if it proceeds piecemeal instead of all at once. It is for this reason that forms from traditional un-self-conscious cultures, molded not by designers but by the slow pattern of changes within tradition, are so beautifully organized and adapted. When the designer, in our own self-conscious culture, is called on to create a form that is adapted to its context he is unsuccessful, because the preconceived categories out of which he builds his picture of the problem do not correspond to the inherent components of the problem, and therefore lead only to the arbitrariness, willfulness, and lack of understanding which plague the design of modern buildings and modern cities. In the second part, Mr. Alexander presents a method by which the designer may bring his full creative imagination into play, and yet avoid the traps of irrelevant preconception. He shows that, whenever a problem is stated, it is possible to ignore existing concepts and to create new concepts, out of the structure of the problem itself, which do correspond correctly to what he calls the subsystems of the adaptive process. By treating each of these subsystems as a separate subproblem, the designer can translate the new concepts into form. The form, because of the process, will be well-adapted to its context, non-arbitrary, and correct. The mathematics underlying this method, based mainly on set theory, is fully developed in a long appendix. Another appendix demonstrates the application of the method to the design of an Indian village.

How to use data as a tool for empowerment rather than oppression. Big data can be used for good--from tracking disease to exposing human rights violations--and for bad--implementing surveillance and control. Data inevitably represents the ideologies of those who control its use; data analytics and algorithms too often exclude women, the poor, and ethnic groups. In Data Action, Sarah Williams provides a guide for working with data in more ethical and responsible ways. Too often data has been used--and manipulated--to make policy decisions without much stakeholder input. Williams outlines a method that emphasizes collaboration among data scientists, policy experts, data designers, and the public. This approach creates trust and co-ownership in the data by opening the process to those who know the issues best.

An exploration of how design might be led by marginalized communities, dismantle structural inequality, and advance collective liberation and ecological survival. What is the relationship between design, power, and social justice? “Design justice” is an approach to design that is led by marginalized communities and that aims expilcitly to challenge, rather than reproduce, structural inequalities. It has emerged from a growing community of designers in various fields who work closely with social movements and community-based organizations around the world. This book explores the theory and practice of design justice, demonstrates how universalist design principles and practices erase certain groups of people—specifically, those who are intersectionally disadvantaged or multiply burdened under the matrix of domination (white supremacist heteropatriarchy, ableism, capitalism, and settler colonialism)—and invites readers to “build a better world, a world where many worlds fit; linked worlds of collective liberation and ecological sustainability.” Along the way, the book documents a multitude of real-world community-led design practices, each grounded in a particular social movement. Design Justice goes beyond recent calls for design for good, user-centered design, and employment diversity in the technology and design professions; it connects design to larger struggles for collective liberation and ecological survival.

Providing insights into new technology trends, business cases and paradigms, this book is about change. In this title, technology and business strategists learn how to make me-centric computing work for them. This new technology is so called because it fits into the individual's life in a natural way, conforming to preferences and requirements, taking orders, and performing a variety of delegated tasks.

Each of us develops and enacts strategies for living our everyday lives. These may confirm the general tendency towards new forms of connected solitude, in which we work, travel and live alone, yet feel sociable mainly by means of technology. Alternatively, they may help to create flexible communities that are open and inclusive, and therefore resilient and socially sustainable. In Politics of the Everyday, Ezio Manzini discusses examples of social innovation that show how, even in these difficult times, a better kind of society is possible. By bringing autonomy and collaboration together, it is possible to develop new forms of design intelligence, for our own good, for the good of the communities we are part of, and for society as a whole.

How inclusive methods can build elegant design solutions that work for all. Sometimes designed objects reject their users: a computer mouse that doesn't work for left-handed people, for example, or a touchscreen payment system that only works for people who read English phrases, have 20/20 vision, and use a credit card. Something as simple as color choices can render a product unusable for millions. These mismatches are the building blocks of exclusion. In Mismatch, Kat Holmes describes how design can lead to exclusion, and how design can also remedy exclusion. Inclusive design methods—designing objects with rather than for excluded users—can create elegant solutions that work well and benefit all. Holmes tells stories of pioneers of inclusive design, many of whom were drawn to work on inclusion because of their own experiences of exclusion. A gamer and designer who depends on voice recognition shows Holmes his “Wall of Exclusion,” which displays dozens of game controllers that require two hands to operate; an architect shares her firsthand knowledge of how design can fail communities, gleaned from growing up in Detroit's housing projects; an astronomer who began to lose her eyesight adapts a technique called “sonification” so she can “listen” to the stars. Designing for inclusion is not a feel-good sideline. Holmes shows how inclusion can be a source of innovation and growth, especially for digital technologies. It can be a catalyst for creativity and a boost for the bottom line as a customer base expands. And each time we remedy a mismatched interaction, we create an opportunity for more people to contribute to society in meaningful ways.

"Views differ on bitcoin, but few doubt the transformative potential of Blockchain technology. The Truth Machine is the best book so far on what has happened and what may come along. It demands the attention of anyone concerned with our economic future." —Lawrence H. Summers, Charles W. Eliot University Professor and President Emeritus at Harvard, Former Treasury Secretary From Michael J. Casey and Paul Vigna, the authors of The Age of Cryptocurrency, comes the definitive work on the Internet’s Next Big Thing: The Blockchain. Big banks have grown bigger and more entrenched. Privacy exists only until the next hack. Credit card fraud is a fact of life. Many of the “legacy systems” once designed to make our lives easier and our economy more efficient are no longer up to the task. Yet there is a way past all this—a new

kind of operating system with the potential to revolutionize vast swaths of our economy: the blockchain. In The Truth Machine, Michael J. Casey and Paul Vigna demystify the blockchain and explain why it can restore personal control over our data, assets, and identities; grant billions of excluded people access to the global economy; and shift the balance of power to revive society's faith in itself. They reveal the disruption it promises for industries including finance, tech, legal, and shipping. Casey and Vigna expose the challenge of replacing trusted (and not-so-trusted) institutions on which we've relied for centuries with a radical model that bypasses them. The Truth Machine reveals the empowerment possible when self-interested middlemen give way to the transparency of the blockchain, while highlighting the job losses, assertion of special interests, and threat to social cohesion that will accompany this shift. With the same balanced perspective they brought to The Age of Cryptocurrency, Casey and Vigna show why we all must care about the path that blockchain technology takes—moving humanity forward, not backward.

A field manual to the technologies that are transforming our lives Everywhere we turn, a startling new device promises to transfigure our lives. But at what cost? In this urgent and revelatory excavation of our Information Age, leading technology thinker Adam Greenfield forces us to reconsider our relationship with the networked objects, services and spaces that define us. It is time to re-evaluate the Silicon Valley consensus determining the future. We already depend on the smartphone to navigate every aspect of our existence. We're told that innovations--from augmented-reality interfaces and virtual assistants to autonomous delivery drones and self-driving cars--will make life easier, more convenient and more productive. 3D printing promises unprecedented control over the form and distribution of matter, while the blockchain stands to revolutionize everything from the recording and exchange of value to the way we organize the mundane realities of the day to day. And, all the while, fiendishly complex algorithms are operating quietly in the background, reshaping the economy, transforming the fundamental terms of our politics and even redefining what it means to be human. Having successfully colonized everyday life, these radical technologies are now conditioning the choices available to us in the years to come. How do they work? What challenges do they present to us, as individuals and societies? Who benefits from their adoption? In answering these questions, Greenfield's timely guide clarifies the scale and nature of the crisis we now confront --and offers ways to reclaim our stake in the future.

Educational Technology is the right couple to a radical innovation. Thanks to the appropriate technology in the right context with the best fit to the target audience, education can be drastically improved, meaning a better performance, competence achievement, match with the user's expectations and with the market needs. Serious games, Virtual reality, Augmented reality, Remote labs, Online learning, Blockchain, Mobile learning and many other key technologies allow for a better explanation of so many subjects, and even more: for a complete student involvement and a full teacher engagement into the educational system. Technology gives another angle to the same content, provides the user with a personalised experience and pushes the limits of knowledge a little further, every time. This book presents a number of radical innovations through technology, from experienced cases studies, to be replicated and inspired by; a powerful resource handbook for cutting-edge education.

Doris Lessing's contemporary gothic horror story—centered on the birth of a baby who seems less than human—probes society's unwillingness to recognize its own brutality.Harriet and David Lovatt, parents of four children, have created an idyll of domestic bliss in defiance of the social trends of late 1960s England. While around them crime and unrest surge, the Lovatts are certain that their old-fashioned contentment can protect them from the world outside—until the birth of their fifth baby. Gruesomely goblin-like in appearance, insatiably hungry, abnormally strong and violent, Ben has nothing innocent or infant-like about him. As he grows older and more terrifying, Harriet finds she cannot love him, David cannot bring himself to touch him, and their four older children are afraid of him. Understanding that he will never be accepted anywhere, Harriet and David are torn between their instincts as parents and their shocked reaction to this fierce and unlovable child whose existence shatters their belief in a benign world.

This edited collection offers readers a practical focus on how media technologies are involved in recruitment and mobilization processes of far-right groups.

In an era of high-tech and climate extremes, we are drowning in information while starving for wisdom. Enter Lo--TEK, a design movement building on indigenous philosophy and vernacular infrastructure to generate sustainable, resilient, nature-based technology. With a foreword by anthropologist Wade Davis and spanning 18 countries from Peru to...

Argues that technology is changing the way we understand human society and discusses how the disciplines of politics, culture, public debate, morality, and humanism will be affected when responsibility for them is delegated to technology.

A radical architect examines the changing fortunes of the contemporary city Michael Sorkin is one of the most forthright and engaging architectural writers in the world. In What Goes Up he takes to task the public officials, developers, "civic" organizations, and other heroes of big money, who have made of Sorkin's beloved New York a city of glittering towers and increasing inequality. He unpacks not simply the forms and practices—from zoning and political deals to the finer points of architectural design—that shape cities today but also offers spirited advocacy for another kind of city, reimagined from the street up on a human scale, a home to sustainable, just, and fulfilling neighborhoods and public spaces. Informing his writing is a lifetime's experience as an architect and urbanist. Sorkin writes of the joys and techniques of observing and inhabiting cities and buildings in order to both better understand and to more happily be in them. Sorkin has never been shy about naming names. He has been a scourge of design mediocrity and of the supine compliance of "starchitects," who readily accede to the demands of greed and privilege. What Goes Up casts the net wide, as he directs his arguments to students, professionals, and urban citizens with vigor, expertise, respect, and barbed wit.

Ubiquitous computing--almost imperceptible, but everywhere around us--is rapidly becoming a reality. How will it change us? how can we shape its emergence? Smart buildings, smart furniture, smart clothing... even smart bathtubs. networked street signs and self-describing soda cans. Gestural interfaces like those seen in Minority Report. The RFID tags now

embedded in everything from credit cards to the family pet. All of these are facets of the ubiquitous computing author Adam Greenfield calls "everyware." In a series of brief, thoughtful meditations, Greenfield explains how everyware is already reshaping our lives, transforming our understanding of the cities we live in, the communities we belong to--and the way we see ourselves. What are people saying about the book? "Adam Greenfield is intense, engaged, intelligent and caring. I pay attention to him. I counsel you to do the same." --HOWARD RHEINGOLD, AUTHOR, SMART MOBS: THE NEXT SOCIAL REVOLUTION "A gracefully written, fascinating, and deeply wise book on one of the most powerful ideas of the digital age--and the obstacles we must overcome before we can make ubiquitous computing a reality."--STEVE SILBERMAN, EDITOR, WIRED MAGAZINE "Adam is a visionary. he has true compassion and respect for ordinary users like me who are struggling to use and understand the new technology being thrust on us at overwhelming speed."--REBECCA MACKINNON, BERKMAN CENTER FOR INTERNET AND SOCIETY, HARVARD UNIVERSITY Everyware is an AIGA Design Press book, published under Peachpit's New Riders imprint in partnership with AIGA.